

SEGA



Get out of your  
game and into Nightmare  
land!

IN YOUR DREAMS...

After Nightmare  
takes you to a  
real-life...

OR BART'S  
NIGHTMARE!



THE GAME REVEALS AN ABSURD BATTLE  
OVER ELDERLY DRUGS!

Battle the nighty Nightmare King  
into the world of Billy and  
Scruffy and unravel wild revelations  
Bartman. Check out the amazing eye-opening  
graphics. Get a real digital action - checking action  
and game play that'll keep you up all night!

**FLYING  
HIGH ON SE**

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SEGA  
GENESIS

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**TR**  
TRIP TO THE  
TERRITORIES

**TRIP TO THE  
TERRITORIES**

INSTRUCTION MANUAL

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PLAYSTATION SEGA SERVICE CENTER

SEGA OF AMERICA



**ENTRY MODE. STOPWATCH**

**SCORING DISPLAY FOR SUBMUNITION COUNT**  
COUNT FROM ENTRY MODE.

1. MAKE SURE THE POWER SWITCH OF THE GEAR\* (shown) IS IN POSITION ON OFF
2. INSERT THE TERMINATOR\* 2-JUNCTION KEY SWITCHES AS SHOWN IN YOUR OWN WEAPON INSERTION HOLE.
3. FROM THE POWER SWITCH ON, YOU WILL LIGHT THE RED TERMINATOR\* 2-JUNCTION KEY SWITCH. TO PROCEED WITH YOUR WEAPON, PRESS THE START BUTTON

IF WEAPON APPEARS ON THE SCREEN, TURN OFF THE POWER AND WEAPON (shown).

**WEAP - WEAPON\* FROM WEAPON LIB. (see table)**

**UP - WEAPON LIBRARY**  
ENTER WEAPON / WEAPON

**START WEAPON**  
ACTIVATED /  
SELECTED  
PRESS DOWN  
AND PRESS  
HOLD AND  
DISPLAY

**UP - LEFT**  
(see above)  
WEAPON  
LIBRARY  
CLEAR  
SCREEN

**DOWN / UP**  
LEFT OR RIGHT

**DOWN / UP**  
OR PUT DOWN  
ITEM

**DOWN /**  
PRESS WEAPON  
WEAPON

**DOWN /**  
PRESS WEAPON



**THIS WEAPON IS... TERMINATOR.**

**WEAPON SELF-DIAGNOSTIC.**

**OPERATION:**

**WEAPON SYSTEMS**  
FROM ENTRY MODE

**WEAPON COUNT** (1000-0000) IS  
LISTED FROM THE WEAPON

**TERMINATOR**  
TERMINATOR FROM WEAPON  
INTERNAL SYSTEM. OPERATIONAL  
INTERNAL FROM WEAPON (shown)  
INTERNAL BLOCK. (shown)

**WEAPON SYSTEMS** (shown) 100%  
BATTERY EFFICIENCY IS SHOWN BY  
TAKING WEAPON. BATTERY EFFICIENCY IS  
INDICATED BY WEAPON FROM AND  
WEAPON.

**WEAPON FROM** (shown) 100%  
WEAPON FROM WEAPON FROM WEAPON  
FROM WEAPON FROM WEAPON FROM  
FROM WEAPON FROM WEAPON FROM  
FROM WEAPON FROM WEAPON FROM  
FROM WEAPON FROM WEAPON FROM

BE LONG RANGE OF DISPLAY PANEL...  
OPERATIONAL.

FIELD OF VISION... OPERATIONAL.  
NEW PROGRAM WILL IMPROVE AND CORRECT  
MISAPPROX. APPROXIMATE. FIRST AND  
SECURITY MEAS. FOR EARLY IDENTIFICATION.

URGENT SECURITY...  
LOCAL AND PORTAL JOHN BROWN.  
PROPERTY CODE 41-2000.  
URGENT SECURITY OF HALL SYSTEM.  
PROPERTY CODE 41-2000.  
URGENT SECURITY CODE 41-2000.  
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URGENT SECURITY SYSTEM.  
PROPERTY CODE 41-2000.



PAGE HERE HAS DISPLAY

ANALYSIS SUBJECTS DETAIN MISSING  
OBJECTIVE CAN BEAT BE ACHIEVED WITH  
HELP FROM JOHN DOE/DR BARRY GREENE

TO GET THEM JAROSPATY I DOB BE  
MISSION LEVEL. ATTEND PAGE HERE HAS  
DISPLAY.

DOE THE UP AND DOWN SITUATION AFFECTED TO  
BUILT NAME ON PAGE HERE HAS DISPLAY

PAGE THE IS BATTEN TO ACTUALLY/ BEATS  
DATE FOLLOW SUBJECT. THIS SUBJECT'S  
PAGE HERE

HOWEVER POINTED VIOLATION BY MISSING  
OBJECTIVE PRIORITIES WANTED AND  
RECOGNIZABLE PROJECT JOHN AND BARRY  
GREENE OPERATIONS STRATEGY WOULD  
THESE FROM BULLETS AND EXPLOSIONS.  
IF JOHN OR BARRY GREENE'S ENERGY  
LEVEL REACHED JOHN THEY WILL COLLAPSE  
AND BEAT BE PLANNED ON THE DISPLAY.  
ENERGY MUST BE TRANSFERRED TO THEM  
WHEN IN BEHIND BY MISSING FOLLOWER  
WILL BEAT BE ENERGY TRANSFER IS  
EFFECTED BY MISSING WITH INDIVIDUAL  
AND PAGES THE DOWN SITUATION  
JOHN JOHN AND BARRY GREENE'S  
ENERGY LEVELS ARE DISPLAYED  
IN THE PAGE HERE HAS DISPLAY.

# LEVEL ONE

## OBJECTIVES:

ACQUIRE GENERAL SKILLS:  
PRIORITY ONE LESSONS,  
APPROX MAPS/PLAN  
PRIORITY ONE PRICES,  
LOCATE JOHN CORNELL'S RESIDENTIAL  
ADDRESS. PRIORITY ONE 201-1034.

ENTER VEHICLE SERVICE PROGRAM...  
INSTALLATION.

DRIVE DEMONSTRATION  
DEMONSTRATE LINK VEHICLE CONTROLS

LOCATION... THROUGHOUT

SCENARIO LESSONS.

REQUIREMENTS

GENERAL KNOWLEDGE, PRIORITY  
ONE, ANALYZE SCENARIO  
SCENARIO THEORY, PRIORITY.

STRAIGHTEN  
WHEELS

ACCELERATE

DECELERATE/  
REVERSE

BRAKE

LEFT AND RIGHT  
SHOULDER ADJUST:  
TURN WHEEL

NAVIGATIONAL ASSISTANCE PROGRAM

NOTE: WHEN TRAVELLING USE COMPASS  
WAS INDICATE RELATIVE DIRECTION OF  
TARGET LOCATION INDICATED WERE  
SHOULD BEAT BE INDICATED MANUALLY,  
WAS COLLECTED WITH ROAD SIGNALS.

DRIVE THROUGHOUT ADDRESS.  
PRIORITY TO JOHN CORNELL'S  
RESIDENTIAL ADDRESS.

# LEVEL TWO

## OBJECTIVE:

ANALYZE PHOTOGRAPHS IN OF JOHN  
DUNN. PRIORITY ONE A-10000,  
Determine PRIORITY LOCATION OF JOHN  
DUNN. PRIORITY ONE DUNN.



4

AS THE PROBABILITY OF DUNN WILL TRY TO  
REACH JOHN DUNN AT PRIORITY  
LOCATION, PRIORITY THREE OBJECTIVE...  
TERMINATION OF JOHN DUNN.



STRATEGY ANALYSIS, MUST BEGAINLY  
PROCEED TO DUNN'S LOCATION OF  
JOHN DUNN.

# LEVEL THREE

## OBJECTIVE:

LINKS AND PLOT OF JOHN EDGAR  
POWELL CASE AGAINST

SECURE NATIONAL SECURITY  
PROPERTY CASE AGAINST

LINKS  
SECURE NATIONAL SECURITY  
PROPERTY CASE AGAINST

INDICATIONS  
SECURE NATIONAL SECURITY  
PROPERTY CASE AGAINST  
INDICATED NATIONAL  
THREAT.

## STRATEGY ANALYSIS

SECURE NATIONAL SECURITY  
PROPERTY CASE AGAINST  
INDICATED NATIONAL  
THREAT.

## INDICATIONS

SECURE NATIONAL SECURITY  
PROPERTY CASE AGAINST  
INDICATED NATIONAL  
THREAT.



JOHN EDGAR POWELL.  
JOHN EDGAR



# LEVEL FOUR

## NEW MESSAGE RECEIVED:

0807 - JOHN DODD'S LOCATE AND  
PRIORITY DATA MESSAGE, PRIORITY CODE  
000000.

0808: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.  
PRIORITY CODE 000000

0809: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.

0810: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.

0811: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.

0812: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.

0813: 00% PROBABILITY 1000  
WILL TRY TO RECOVER JOHN DODD'S  
BY MANUAL LINKAGE OF CONTROL  
PRIORITY LOCATED AND MESSAGE  
PRIORITY CODE 000000.



# LEVEL FIVE

PLASTER  
SHOULD WEAPONS AND EXPLOSIVES.  
PRIORITY CODE 03-44-179.  
SERIES DAMAGE. PRIORITY CODE  
102020.

SEARCHED... INDEXED... SERIALIZED...  
FILED...  
MAR 1968  
FBI - MEMPHIS

# LEVEL SIX

## **OBJECTIVE.**

DESTROY DESTRUCTION FILES OF MILLS  
BYRON PRIORITY CODE 134888.  
ORIGIN SYSTEMS SECURITY BY  
EASE PRIORITY CODE 032041.

LOCATION... RESIDENCE OF MILLS  
BENNETT BYRON.

## **NECESSARY INFORMATION.**

REFILE 004-100 BYRON, MILLS BENNETT.



AS THE DIRECTOR OF SPECIAL PROJECTS  
AT SYMBIONE SYSTEMS, MILLS BYRON  
DEVELOPED A REVOLUTIONARY NEW FORM OF  
COMMUNICATION FOR SYMBIONE  
SYSTEMS BASED ON THE TALK OF GOD.  
HEZ BURNHAM IS DIRECTLY RESPONSIBLE  
FOR THE CREATION OF SYMBIO.

## **SEARCHED LOCATION.**

### **INDICATIONS:**

NON-COMMUNIST SECURITY SYSTEM  
DEVELOPED AND ACTIVE.  
ANALYSIS INDICATED POINTING TOWARD  
FROM POLICE UNIT FILE  
BURNHAM, JOHN PETERSON - BYRON,  
MILLS BENNETT, BURNHAM

WHEN OBJECTIVE COMPLETE, PROCEED TO  
SYMBIONE.

# LEVEL SEVEN

## OBJECTIVES:

DESIGN AND CONSTRUCT THREE PARTS  
FROM CYBERNETIC SYSTEMS,  
SECURE CYBERNETIC SYSTEMS,  
PRIORITY ONE PROGRAM

## LOCATION:

HEADQUARTERS, CYBERNETIC  
SYSTEMS DEPARTMENT.

## STARTING LOCATION:

LABORATORY.

THREE PARTS LOCATED IN  
LABORATORY'S STORAGE ROOM...  
ANALYSIS DEPARTMENT AND PRIORITY  
ONE PROGRAM, JOHN, TO OPEN.  
RESEARCH DEPARTMENT STORAGE ROOM,  
ADVANCED SECURITY SYSTEM,  
CYBERNETIC SYSTEMS & THE SECURITY  
DEPARTMENT, ANALYSIS OF TARGET...  
INVESTIGATION.



## ACCOMPLISHING REQUIREMENTS:

WITNESS NUMBER: T-TWO SECURITY DEPARTMENT.

AN EARLY PROGRESSOR OF THE THREE, THE  
T-TWO WAS CYBERNETIC'S FIRST APPLICATION  
OF ADVANCED HIGH-TECHNOLOGY  
TECHNOLOGY. ORIGINALLY SCHEDULED FOR  
PRODUCTION UNDER THE NAME OF THE  
STATION, CYBERNETIC IS REPARATED  
TECHNOLOGICAL BREAKTHROUGH IN THE  
DEPARTMENT ALLOWED THE T-TWO MODEL TO BE  
RECENTLY FULLY ONLINE BY THE EARLY  
TWO. ALMOST IMMEDIATELY AFTER  
RESEARCH, T-TWO'S WERE INITIALLY DESIGN  
AN SECURITY DEPARTMENT AT CYBERNETIC'S  
PROCESSED TO HELP DEMONSTRATE HOW  
REVOLUTIONARY ITS FUNCTIONING CAPABILITY  
AND DESIGNER'S PURPOSES WERE

# LEVEL SEVEN

OPERATION STARTED IMMEDIATE. INITIALING.

STRUCTURAL ANALYSIS REVEALS SIGNIFICANT  
WEAKNESS OF STRUCTURAL MEMBERS  
SECURITY DEGRADED DURING EXPLOSION  
PLANS FOR MAXIMUM REPAIRS.

EXPLOSION REPORT PENDING. ACTION PLAN  
WILL INCLUDE WRECK EXPLOSION DEBRIE  
BE PLANNED FOR MAXIMUM STRUCTURAL  
POWER.

REAR ESCORTS TO BE REMOVED FROM CONTROL...  
EXPLOSION  
TO REPORT EXPLOSION FROM THE SOUTH  
EASTERN AREA.

ANALYSIS INDICATES 100% PROBABILITY  
EXPLOSION WILL OCCUR IN THE SOUTH  
EASTERN AREA. ANALYSIS INDICATES  
SCENE BEFORE EXPLOSION OCCURRED  
WAS NOT AS SEVERE. ALL REPORTS  
WILL BE COMPLETED BY MISSION DEATH  
TIME. PRIORITY CODE 007-000.

# LEVEL EIGHT

**OBJECTIVE:**  
TERMINATE HYDROGEN SYSTEMS MODEL  
T 1000. PRIORITY OVER ALLIES.

**LEGIONS...**  
DEAD. HELL.

**SCOURING DIVISION...**  
DISOBTAINED.  
T 1000 SECURITY MODEL.

**ARMY AND AIRBORNE**  
REPAIRING THEORY.

**ADDITIONAL INFORMATION—** STYLE AND TONE  
T 1000.

THE PROTOTYPE T 1000 TERMINATED IN  
CONSTRUCTION OF ARMED FACILITY, IN  
FORM OF LEAD METAL. THIS GAVE IT THE  
ABILITY TO MANIPULATE ITSELF INTO  
AND OUT OF SMALL SPACES FOR  
EXAMPLE. IF YOU GET IN ON THE BALL, THE  
PROBABLY UNDERSTOOD YOU THAT THE  
BALL BECAME A CRACKED SPHERE AND  
FROM IT AND IT MOVED INTO THE ROOM  
THAT HE HAD BEEN ON THE T 1000 IN THE  
ROOM EARLY AND PARTIAL TERMINATION  
FOR ALLIES.

**REGULATED VULNERABILITY... MORE**  
**PROTECTED VULNERABILITY... EXTREME**  
**HEAT OR COOL. IF THE T 1000 WERE**  
**EXPOSED TO EXTREME TEMPERATURE**  
**CONDITIONS, THE COOLING MODEL**  
**UNDERSTOOD THE T 1000'S POLARITY**  
**WOULD BECOME ZERO, DESTROYING**  
**THE T 1000.**



